Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 66 U8 36 Effective January 1, 2003 **CLAIMS AS FILED - PART I OTHER THAN SMALL ENTITY** TYPE [ (Column 1) (Column 2) OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE Q BASIC FEE 375.00 BASIC FEE 750.00 NUMBER EXTRA **FOR** NUMBER FILED TOTAL CHARGEABLE CLAIMS Q minus 20= X\$18= X\$ 9= ORINDEPENDENT CLAIMS minus 3 = X84 =X42 =OR MULTIPLE DEPENDENT CLAIM PRESENT +280= +140= OR \* If the difference in column 1 is less than zero, enter "0" in column 2 OR TOTAL TOTAL **CLAIMS AS AMENDED - PART II OTHER THAN** SMALL ENTITY OR SMALL ENTITY (Column 3) (Column 2) (Column 1) CLAIMS HIGHEST ADDI-ADDI-AMENDMENT A REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL **AFTER PREVIOUSLY EXTRA** FEE FEE **AMENDMENT** PAID FOR X\$18= Total Minus X\$ 9= OR Minus Independent \*\*\* = X42 =X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-8 REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE **PREVIOUSLY** AMENDMENT AFTER **EXTRA** FEE PAID FOR FEE AMENDMENT Total Minus X\$18= X\$ 9= OR Independent Minus \*\*\* X84= X42 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR TOTAL TOTAL OR ADDIT, FEE ADDIT, FEE (Column 2) (Column 1) (Column 3) HIGHEST CLAIMS ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL AMENDMENT **PREVIOUSLY AFTER EXTRA AMENDMENT** PAID FOR **FEE FEE** Total Minus X\$18= X\$ 9= OR Independent Minus \*\*\* X42 =X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR \* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR \*\* If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT, FEE ADDIT. FEE \*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.